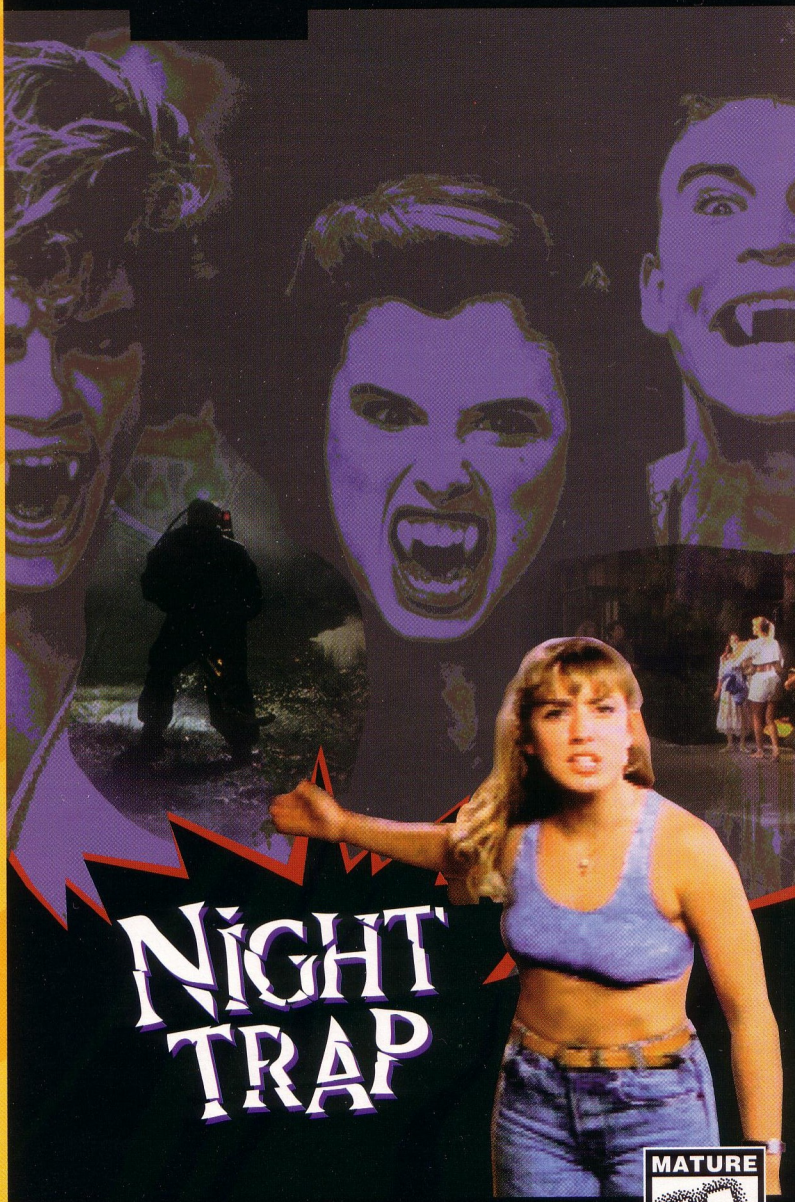
SEGA

SEGA CD 32X™

Digital Pictures

USER MANUAL



NIGHT TRAP

OFFICIAL SEGA SEAL OF QUALITY

InstaSwitch CD-ROM THE INSTANT RESPONSE VIDEO TECHNOLOGY

100% FULL MOTION INTERACTIVE VIDEO

LICENSED BY SEGA ENTERPRISES,LTD. FOR PLAY ON THE SEGA™ GENESIS 32X™ SYSTEM

MATURE M AGES 17+

W A R N I N G S

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.**

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projected televisions.

SEGA CD VIDEO GAME USE

This CD-ROM can only be used with the Sega CD and Genesis 32X systems. Do not attempt to play this CD-ROM in any other CD player; doing so may damage the headphones and speakers.

This game is licensed for home play on the Sega CD with the Genesis 32X system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

Unless otherwise stated, the characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

BACKUP MEMORY

The Sega CD's backup RAM must be formatted before you can save games to it. Use the first FORMAT option in the Memory menu to format the Sega CD's internal memory before playing the game. For more information, please see your Sega CD User's Manual.

AUDIO CONNECTIONS FOR ORIGINAL SEGA CD MODEL

- If your Audio connection is made **from the Sega CD** to your television, you must use the Mixing Cable to connect the Headphone output jack on the front of the Genesis to the Mixing input jack on the rear of the Sega CD.
- If your Audio connection is made **from the Genesis** to the television (using either the RF cable or a Video Monitor cable), do not use the Mixing Cable.

HANDLING YOUR SEGA CD 32X DISC INSTRUCTIONS

- The Sega CD 32X Disc is intended for use exclusively on the Sega CD™ and Genesis 32X™ systems.
- Do not bend it, crush it, submerge it in liquids, smudge, or scratch its surface.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD 32X Disc.
- KEEP YOUR SEGA CD 32X DISC CLEAN. Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM combined with GENESIS 32X™.

Digital Pictures

C O N T E N T S

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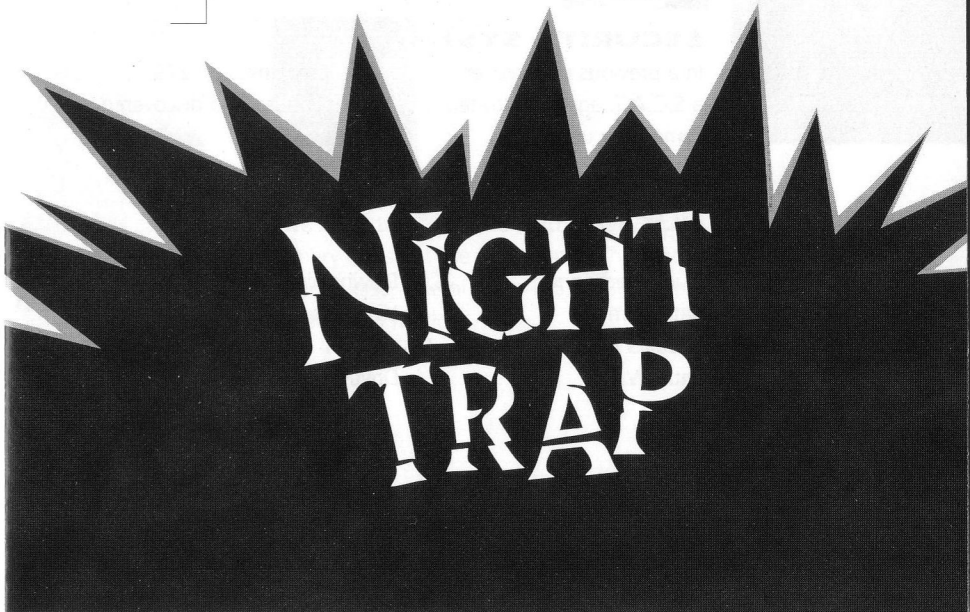


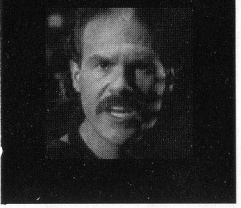
S.C.A.T.
Special Control Attack Team

BRIEFING FILE:
CONFIDENTIAL
EYES ONLY

OPERATION CODE NAME:
NIGHT TRAP

MISSION NUMBER:
230

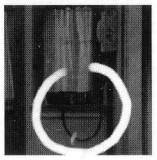
OFFICER IN CHARGE:
COMMANDER SIMMS



MISSION BACKGROUND

Five teenagers have disappeared in the vicinity of the lakeshore winery house of Mr. and Mrs. Victor Martin. S.C.A.T undercover intelligence has determined that the teenagers were reported missing after spending the night as invited guests at the Martins' house.

The Martins claim the missing teenagers left the Martins' home Sunday night. Police investigation failed to turn up any evidence of their whereabouts. The case was then turned over to S.C.A.T.



SECURITY SYSTEM

In a previous undercover operation, S.C.A.T mission 229, a S.C.A.T. agent infiltrated the Martins' house and discovered something unusual.

Hidden surveillance cameras have been installed in eight locations:

- Guest Bedroom
- Bathroom
- Upstairs Hallway
- Entry Way
- Downstairs Hallway
- Living Room
- Kitchen
- Driveway

More curious is the series of traps located throughout these locations. S.C.A.T. Intelligence believes the cameras and traps may be part of an elaborate security system.

A control panel hidden from view in the basement of the house allows the Martins to operate the cameras and the traps.

As part of the covert infiltration, our S.C.A.T. agent spliced an over-ride cable into the trap and camera control system. This over-ride cable, located in the back hallway, allows S.C.A.T. to remotely control the cameras and traps.

If anyone inside the house discovers the over-ride cable, the covert status of the operation may be jeopardized.

The trap controls are protected with an access code in one of six color variations: red, green, blue, yellow, orange, or purple. The correct access color code must be entered in order for the traps to work. Note that anyone in the house can change the code at anytime from the Martins' hidden basement control unit.

THE SITUATION

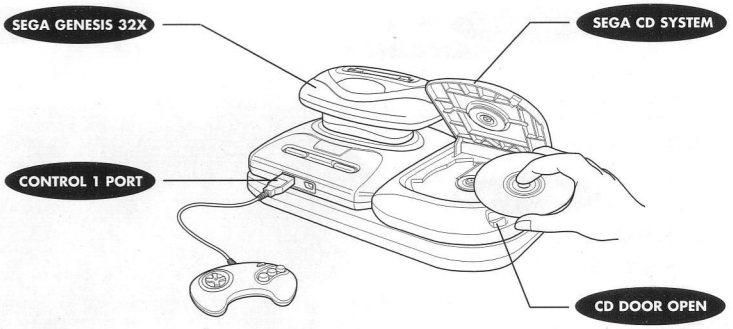
Five more teenagers are on their way to the lake-shore winery house at the invitation of the Martins. Unknown to anyone else, one of them is S.C.A.T. team's best undercover agent, Kelli Medd.

YOUR MISSION

Control of the hidden cameras and traps has been routed to your Sega CD and Genesis 32X remote unit.

Use it to protect Kelli and the other teenagers from any danger inside the house. Switch cameras from room to room to follow the teenagers, and to look for any danger. Use the traps as necessary to capture anyone or anything that may endanger the teenagers. Make sure you don't capture any of the teenagers or members of the S.C.A.T. team.

Together with Kelli, you must find out what has happened to those missing teenagers and whatever else is going on in that house. Listen to conversations to pick up clues and to find out when the access code is changing.



ACTIVATING THE CONTROLS

1. Set up your Sega CD™ and Sega Genesis™ as described in the documents that came with the systems. Make sure you have your control pad plugged into port 1 (the one on the left).

2. Install your Genesis 32X as described in the documents that came with the 32X. The 32X version of Night Trap will not work without the Genesis 32X installed.

3. Turn on your TV or monitor, then turn on your Genesis. The Sega CD logo screen will appear.

4. Open the disc tray or the CD door. Place Night Trap CD1 into the tray, label side up. Close the tray or door.

5. If the Sega CD logo is still on the screen, press START to begin the game. If the Control Panel is on the screen, move the cursor to the CD-ROM button and press button A, B or C to begin.

6. When it becomes necessary to do so, you will be prompted to insert Night Trap CD2. Open the disc tray or the CD door. Place Night Trap CD2 into the tray, label side up. Close the tray or door to continue the mission.

OPERATING THE SCAT CONTROLLER

D-PAD

Use the **D-Pad** to move the marker to highlight the **Camera Location Icon** for the camera that you wish to view.

A • BUTTON

Press **Button A** to switch to the camera location that is highlighted.

B • BUTTON

Press **Button B** to trigger a trap.

NOTE: Make sure that the Trap Sensor meter is in the red zone before you try to trigger a trap. If you try to trigger a trap when the meter is not in the red, the trap will not work and the trigger will be locked out for a short period of time.

C • BUTTON

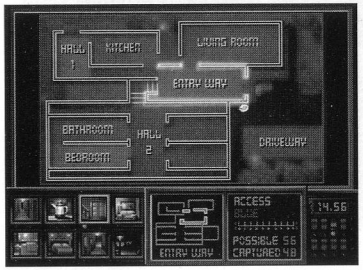
Press **Button C** to change the color of the current access code. Each time you press Button C, the color code will change to a different color in the sequence Blue, Green, Orange, Purple, Red, Yellow.

START BUTTON

Press the **START** button to pause the action. When the action is paused, a detailed floor plan of the Martin house replaces the camera video. Press the **START** button to un-pause the action and to return to the camera view.

STRATEGIES FOR A SUCCESSFUL MISSION

CAMERA VIEWS:



Switch camera locations frequently to keep track of the action throughout the house. Listen to conversations to pick up clues. Don't linger in a room where nothing is going on. Use the **D-Pad** to move the marker to highlight the **Camera Location Icon** for the camera that you wish to view, then press **Button A** to switch to that camera location.

ACCESS CODES:

Intelligence shows that the Martins regularly change the access color codes as a safety precaution. If they change the code, you lose control of the traps until you enter the correct code by pressing **Button C**. You will have to listen closely to conversations between any of the Martins to hear when they change the code and to what new color.

When you begin, the access code is set to Blue, giving you full control of the traps.

IMPORTANT: If someone inside the house indicates that they will change the code, wait until they have entered the basement before you change to the same code.

TRAP SENSOR:

Each trap has a sensor that detects when someone is in range of the trap. When the trap meter moves into the red zone, press **Button B** immediately to trigger the trap. If you try to trigger a trap when the meter is not in the red zone, the trap will not work and the trigger will be locked out for a short period of time.

POSSIBLE/CAPTURED:

The counters indicate how many perpetrators you could have trapped so far, and how many you actually have trapped.

A DIGITAL PICTURES PRODUCTION
A U-DIRECT® INTERACTIVE FILM

Executive Producer . . . . . .Tom Zito
Original Concept . . . . . .Rob Fulop
. . . . . .James Riley
Interactive Design . . . . . .James Riley
. . . . . .Rob Fulop
Director of Photography . . . . . .Don Burgess
Screenplay . . . . . .Terry McDonell
Computer Programing . . . . . .Gene Kusmiak
Produced by . . . . . .Ric LaCivita
. . . . . Kevin Welsh
Directed by . . . . . James Riley
Computer Graphics . . . . . Lode Coen
. . . . . Dale Barcellos
. . . . . Cuyler Gee
Lead Tester . . . . . David Popovich

In memory of Stephen D. Hassenfeld.

DRIVE ERRORS

This Digital Pictures product is a high-performance CD-ROM application that relies on continuous and accurate operation of your CD-ROM drive.

Surface contamination of the CD-ROM can cause slight hesitations in gameplay. If the contamination is severe enough, the game will pause completely and the error message "Drive Error - Retrying" will appear.

If this happens, *the game has not crashed.* It may take up to ten seconds for the CD-ROM drive to retry looking for the correct data. If the data cannot be read after several minutes, you may have to remove and clean the disc before you can resume playing.

Contamination of the disc can be caused by something as simple as finger prints on the disc surface. Dust, grime, grease, or anything else that might impact on the ability of the CD-ROM drive to read the data, will cause drive errors.

To avoid contamination, KEEP YOUR CD DISC CLEAN. Always hold it by the edges, and keep in its protective holder when not in use. Clean it with a lint-free, soft dry cloth - wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

TECHNICAL SUPPORT

For problems or questions, contact Digital Pictures' Technical Support Department at (415) 345-0445, 8:30 - 5:30 PST.

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France # 1,607,029 **Japan #'s** 1,632,396.

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Name_____ Phone_____

Street Address_____

City_____ State_____ Zip_____

☐Male ☐Female Age_____ Game Purchased **NIGHT TRAP (SEGA 32X CD™)**

1) Did you: ☐Buy this game ☐Receive it as a gift ☐Borrow it from someone and not give it back

2) How many CD ROM games do you own?_____

3) How'd you first hear about this game?

☐Read a review ☐Saw an ad ☐Rented it ☐Friend told me ☐Saw in the store ☐Other

4) What about THIS game made you buy it?_____

5) Do you own other Digital Pictures games? ☐Yes ☐No Which ones?_____

What do you think of them?_____

6) What's your overall impression of Digital Pictures games?_____

7) Do you: ☐Buy Games Only ☐Rent Games Only ☐Buy and Rent

8) Of ALL the games you have, which is the BEST?_____

9) Anything else we ought to know?_____

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